



Maze Master's Roaming Creatures Table (20)

<i>Name of Maze -</i>	<i>Maze Level -</i>
<p><i>Using creatures you have detailed, list out the possible threats that might be encountered upon this Maze Level. Creatures possessing a number of dice equal to the Maze Level should represent some 70% of creatures shown here. 10% of creatures should be slightly stronger (ie 1 more Die) and 5% should be significantly stronger (ie 2 more Dice than the current Maze Level). Also, 10% of creatures shown should be slightly weaker than average while 5% should be significantly weaker.</i></p>	

Chapter 63 of The Iron Realm Podcast details Creature Creation in full. Listen or Play! The Choice is up to you.

1 -	11 -
2 -	12 -
3 -	13 -
4 -	14 -
5 -	15 -
6 -	16 -
7 -	17 -
8 -	18 -
9 -	19 -
10 -	20 -